

Behavior Driven Development for User Experience Teams

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Goals of BDD + UX

To cross the design/code chasm by...

- Decreasing ambiguity
- Increasing development focus on users & goals
- Improving quality
- Guaranteeing UX for the long term
- Engaging more of team in the design/dev process

Gherkin Language Basics

GIVEN: Describe an assumption, create the context.

WHEN: Perform an action in the interface.

THEN: Confirm the correct outcome.

Writing Behavior-Driven Scenarios

1. Start with a persona & context scenario (plus wireframe/prototype)
2. Name your feature.
3. Name your behavioral scenarios, extracted from requirements of context scenario.
4. When you write steps, maintain as much texture as possible from persona and context scenario.

Who Writes?

Synthesis-by-receiver: Designer writes context scenario; collaboratively break into BDD scenario titles; developer writes steps to draw out ambiguities.

Where Do They Live?

Start somewhere that supports frequent/close collaboration. Ultimately, feature files live within product's testing code.

How To Review?

Natural language makes it easy to include sales, accounts, support, etc.

What To Review?

- Full coverage of context scenario.
- Scenario covers only one activity?
- Givens limited to required context?
- Whens not too specific
- Thens reflect goals/challenges
- Consider invisible "non-functional requirements."

REMEMBER: BDD is more about inclusive collaboration than particular tests or tools.

For your dev colleagues...

BDD Frameworks for every language

Python	Behave pythonhosted.org/pytest-bdd
Java	JBehave jbehave.org
Ruby on Rails	Cucumber cukes.info Spinach codegram.github.io/spinach
JS	CucumberJS cucumber.io
PHP	Behat behat.org
.NET	Specflow specflow.org

- Run behavioral tests in the browser with **Selenium**
- Cross-browser, multi-platform testing in the cloud with **Sauce Labs**
- Automate BDD testing with CI systems like **Jenkins, Travis**, etc.